GENESIS™

ToeJam & Earl in PANIC ON FUNKOTRON™

INSTRUCTION MANUAL

EPILEPSY WARNING

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. **If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.**

Yo! Yo! If you . . .

HATE READING MANUALS

. . . just check out these 3 Awesomely Important Things, and then start pressing buttons . . .

AWESOMELY IMPORTANT THING NUMBER 1

At the start of the game, when the Options screen comes up, if you put the game into **Lil' Kid Mode**, ToeJam and Earl will **never die**! This is good for little kids or first timers who want to learn the ropes. In Lil' Kid mode, though, you can only play up through level 5.

AWESOMELY IMPORTANT THING NUMBER 2

Whenever you see a fountain in the game, stand in front of it and press up on the D-PAD. Fountains will give you helpful game tips. (Fountains look like little barber poles that squirt a yellow ball up and down.)

AWESOMELY IMPORTANT THING NUMBER 3

This manual is set up mainly to answer questions. If you have a question, go to the **Contents** page to find what you need.

CONTENTS

FUNKOTRON RAP

Yo! Listen up 'cuz I got a situation
To tell ya 'bout for your own edification
You prob'ly know, me and Earl we took a side trip
To a planet that collided with our spaceship

You may recall we took a straight down nose dive
Check it out, you should never let Earl drive
Planet Earth's not a place you would wanna stay
So me and Earl we made a high-speed getaway

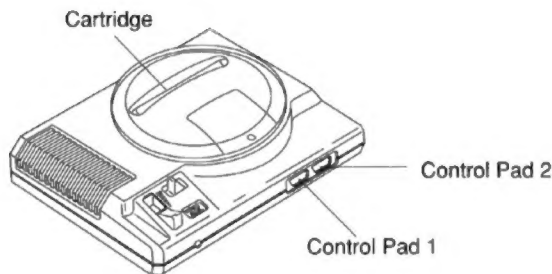
We made it home to our home destination
Where we had a highly funky celebration
But then we ran into a slight complication
That wasn't healthy for our fly reputation

You know the Earthlings? Well, they had caught a ride
On our rocket ship, hangin' on the outside
Their visitation, it was really rude
Irritation of a first class magnitude

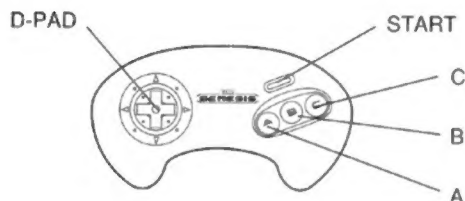
Well, me and Earl can take a little heat
But we were sittin' in a very hot hot seat
You get the picture, not a pretty situation
But check it out, there's another implication

The Funkapotamus – Yo! – whoever thought 'a this
He decides that it's time for a vacation
He announces that it's his intention
To hide out in the Funk Dimension
Because the Earthlings are so very crude
And by the way he's taking with him all the Funkitude

Get down, give it up, do your dance now
Everybody, everyone on Funkotron
To the rhythm with a hip hop know how
Shake it right now, before the Funk is gone
Do your dance now, before the Funk is gone

SETTING UP

1. Set up your Genesis System.
2. Plug in one or two Control Pads, for 1 Player or 2 Player games.
3. Make sure the power switch is OFF.
4. Place the game cartridge into the cartridge slot and press it down FIRMLY.
5. Turn the power switch ON.
6. Watch the opening game demos for game hints.
7. Press START when you see the Title screen.

YO! Always turn the power switch OFF when you're inserting or removing the game cartridge.

BUTTON CONTROLS

3 BUTTON CONTROLLER

D-PAD — **Left or Right**: Walk left or right
Down: Squat
Up: Face back and interact with anything behind you (part bushes, shake trees, push buttons, etc.).

BUTTON A — Funk move

BUTTON B — Throw Jars

BUTTON C — Jump

START — Pauses game and brings up Menu for Funk Scan, Panic Button and Funk Vac

6 BUTTON CONTROLLER

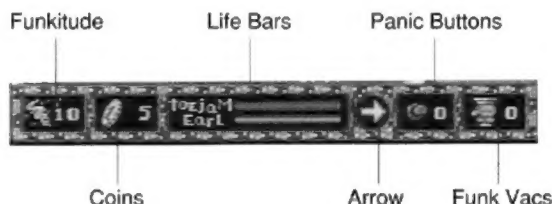
BUTTON X — Funk Scan

BUTTON Y — Panic Button

BUTTON Z — Funk Vac

YO! These are the default controls. You can change them if you want from the Options screen.

SCREEN 1, PAGE 6

THE INFO BAR

The Info Bar at the bottom of the screen displays the following information:

Funkitude: Also referred to as Funk, this gets used up when you do a Funk Move or Funk Scan.

Coins: Use these in coin meters.

Life Bars: When these run out, you die.

Arrow: This arrow points to the nearest Earthling, or turns into a flashing red light when an Earthling is nearby. It turns green and points to the Rocket Pad when all the Earthlings on a level have been jarred.

Panic Buttons: Find these in presents. Use them by pressing START, then BUTTON B. When you panic, nothing can hurt you, and jars fly off you in all directions.

Funk Vacs: Find these in presents. Use them by pressing START, then BUTTON C. A Funk Vac is a powerful vacuum machine that sucks in all Earthlings nearby, even ones that are hiding.

YOUR GOAL

- Check out the intro movie at the start of the game to get filled in on ToeJam & Earl's situation.
- Find all of the Earthlings on each level (locate them with the arrow at the bottom of the screen and your Funk Scan) and jar them (by pressing BUTTON B).
- Search bushes, trees and manholes for presents. Use the Funk Scan to find secret doorways.
- Talk to all the Funkotronians you encounter. Starting at level 3, you will discover another goal: to restore the Funk to Funkotron.

THE DETAILS

FUNK MOVE

Funk Move by pressing BUTTON A. This is essentially a teleport to one side. Use this to avoid getting bonked on the head by bowling balls, tires and trash cans.

The Funk Move is also useful for getting out of the way of Earthlings, or passing through narrow walls or into hidden places inside walls.

Every time you Funk Move, you use one unit of Funk. You can get more Funk from presents or from Jamming Out.

Funkotronian Bird

Funkotronian Dog

THROWING JARS

Throw jars by pressing BUTTON B. Chuck jars up in the air by pressing up on the D-PAD and pressing BUTTON B. Place jars on the ground by squatting and pressing BUTTON B. You can throw or drop jars from the air, if you jump or leap first.

Ultra-Cool Technique: Leap up and drop a barrage of jars beneath you as you fly through the air over an Earthling's head. This is a very effective technique against Earthlings like the Construction Worker and the Poodles.

SUPER JARS

Sometimes you will find a present that contains Super Jars. When you have Super Jars, a jar with lightning around it sits in the upper right of the screen. As long as that jar appears, every jar that you throw will be a Super Jar.

Normally, it takes several jars to jar an Earthling. Some Earthlings, like the Duck on the Carpet, require as many as 8 jars. When you hit an Earthling with a Super Jar, it is always jarred in one jar. These jars look bigger than normal jars.

A Super Jar present will randomly contain 1 to 3 jars. You never know how many Super Jars you have until you run out. When you see the Super Jars symbol, take your shots carefully so as not to waste them.

JUMPING

Use BUTTON C to jump or leap. Hold the button down longer to go higher and farther. To jump very high, jump from a squatting position.

MANHOLES

To look in manholes, stand just to one side of them, face them and squat down. If an Earthling is hiding in a manhole, sometimes you will see it peeking out.

SIGNS

You will often see little signs with arrows on them. These are clues that mean "Try looking here," and can point you to all sorts of things.

Another type of sign you will see has a skull and crossbones on it. This means "Warning" or "Danger," and can refer to Earthlings nearby, potential ambushes, or Bowling Balls, Tires or Trash Cans in trees or bushes.

FUNK SCAN

To use your Funk Scan, press START, then BUTTON A. This is one of your most useful tools. Think of the Funk Scan as super radar. You are viewing the world through the Funk Dimension, and you can see where everything is hidden.

Funk Scan will help you find Earthlings and presents, and avoid Bowling Balls and Trash Cans. It will also help you locate Secret Doorways and Funktivate Spots.

Secret Doorways look like archways of wiggly lines. When you find one, stand in front of it and press up on the D-PAD to walk in.

Funktivate Spots look like exploding splotches of color. When you find one, jump up and touch it. If it is in a tree or bush, shake the tree or part the bush. Funktivate Spots always make something good happen.

RUNNING PRESENTS

Sometimes presents will get up and run away from you. These are called Pesky Presents. The way to catch them is either to jump and land on them, or to get on two sides of them with two players.

FOOD

Food heals you of damage. Look for it when your life bar is low.

SHARING LIFE

ToeJam & Earl can do a hi-five and share life. In 2 Player games, if one player is low on life, the player with a lot of life can share some. To do this, ToeJam & Earl stand side by side, facing each other, and squat.

PANIC BUTTONS AND FUNK VACS

These are like super powers. Use Panic Buttons or Funk Vacs when the Earthlings get too hard to handle.

Panic Buttons will make you run around in a panic. When this happens you are invulnerable and you move extra fast. You can also go extra far if you jump when panicking. Jars fly off you when you panic, so try to stay close to the Earthlings so you can jar them. Panicking is one way to run through fire without getting hurt.

Funk Vacs are powerful vacuums that suck up all Earthlings in the vicinity, even ones hiding in bushes, trees or manholes. Save your Funk Vacs for when you really need them.

You can have up to 5 Panic Buttons and 5 Funk Vacs.

REJOINING THE OTHER PLAYER

In 2 Player games, if you ever find that you are off the screen and can't see yourself, press START and you will rejoin the other player.

EXTRA LIVES

Players earn an extra life at every 10,000 points. This is what is happening when you hear the "Hallelujah" sound. Extra lives are shown in the upper left corner, along with your score.

DYING AND COMING BACK

If one player dies in a 2 Player game, press START and that player will return to the game, using up one of the extra lives. If there are no extra lives, that player cannot return until another life is earned, or until the other player dies and a Continue is used.

CONTINUES

Players get 3 Continues in the game. Continues resume the game at the start of the last level you played.

PASSWORDS

Passwords let you save a game and then continue from where you left off. Passwords are given just before levels 3, 5, 7, 9, 11, 13 and 15. You can read passwords for these levels either during the Catapult Ride before the level, or by pausing the game with the START button.

When you pause the game, the last password that was given is displayed after a few moments.

YO! If you ever need to reset the Genesis, the game remembers the last password. When you get to the Options screen, select "Password" and your last password will be displayed. Press any button to enter it.

TURNING OFF TIPS

Once you learn all the game tips, you may want to shut off the Tip Fountains. You can do this from the Options screen at the start of the game. Go to "Controls/Help" and turn off the tips from there.

SWIMMING

To swim, press the D-PAD in the direction you want to go, and repeatedly press BUTTON C. While you are underwater, the amount of air you have is shown in the upper right of the screen.

If your air is running low, swim to the surface of the water and push up on the D-PAD, and ToeJam or Earl will take a breath of air. If you are not near the surface, you may be able to find a puffer fish (a round purple fish). If you swim up to one of these, TJ or Earl will give it a kiss and a squeeze and get their air refilled.

YO! When you can, jump into the water from a platform or a cliff. This will make you sink much faster and give you more time underwater.

BOUNCY FUNGUS

To jump on the Bouncy Fungus (*Pinkus Spongia Squishium*) press BUTTON C each time you come in contact with it. Use the D-PAD to rotate your body. You will gain height fastest if you land on your feet and press BUTTON C.

To move left or right in the air, hold down BUTTON C while you press the D-PAD. To rotate in place, do not hold down BUTTON C while pressing the D-PAD.

While Fungus bouncing, if ToeJam & Earl get to a point where they cannot both be seen at the same time, they link up and move together. When this happens, they take turns controlling the bouncing. Whoever is in front controls the action. To unlink, either land off the Fungus, land on your heads, or throw a jar.

THE JUDGES

Sometimes you will encounter Bouncy Fungus with a coin meter next to it. This is a Judging Fungus. When you put a coin in, you appear in the air above the Fungus and some Judges come onto the screen.

This is your chance to earn extra points by spinning around in the air and doing cool moves. If you do well, the Judges give you prizes, like Super Jars or a Funk Vac. Remember, you get an extra life at every 10,000 points.

Be careful not to fall off the Fungus or land on your head or the Judges will go away.

THE FIRE

ToeJam & Earl will often encounter fire as they travel through underground areas. Sometimes fire can be temporarily shut off with a button or a coin meter. Before the fire comes on again, the ground will smoke. This is your warning to get to a safe place.

When TJ or Earl get burned, they start running. Don't forget that you can still jump, and it's a good idea to spend as little time on the ground as possible.

If all else fails, you can use a Panic Button and run through the fire without getting hurt.

JAMMING OUT

Sometimes ToeJam & Earl will come across Peabo, Sharla or Lewanda standing next to a boom box and a coin meter. If you put a coin in the meter you can Jam Out with them.

The idea is to copy whatever they do as exactly as you can. Peabo, for example, might do a rhythm like Boom Boom Shaka Clap. You then make ToeJam or Earl do Boom Boom Shaka Clap, in the same order, and with the same rhythm.

Notice that the big yellow letter in **B**oom, Sh**A**ka, and **C**lap is the button that you press:

Boom is **B**,
Sh**A**ka is **A**,
and **C**lap is **C**.
so **B**oom **B**oom Sh**A**ka **C**lap is **B**, **B**, **A**, **C**.

Whenever you get an AWESOME score, you get promoted to a harder set of rhythms. The harder the rhythm is, the more Funk you get for doing it well. You will know you are in the hardest set of rhythms if you ever get 10 Funk. If you can manage this, you should be earning your living as a drummer.

Here's a secret: On level 3, in Lower Funkytown, after you've captured the Earthlings in the hole deep in the ground, walk left into the wall and jump over the hidden barrier. You'll find Lewanda waiting to Jam Out with you.

RIDING ON BUBBLES

Push left or right on your D-PAD to help TJ or Earl keep from falling off bubbles. Before a bubble pops, it will give you a little warning by turning transparent.

When ToeJam & Earl both ride on one bubble, it is only the one on the bottom who is doing the balancing.

If one character rides away on a bubble, leaving the other behind, the one off screen can press START to join in.

Don't forget to do Funk Scans while you are bubble riding. You can demonstrate just how extremely cool you are by leaping off your bubble, hitting a Funktivate Spot and landing back on the bubble again.

Better yet, try leaping off a bubble, throwing some jars, and landing on the bubble again.

LAMONT'S FAVORITE THINGS

If you stop and talk to all the Funkotronians and House Folk that you encounter, you will discover that one optional goal in the game is to collect all of Lamont's Favorite Items. These, hopefully, will lure him out of the Funk Dimension, thereby restoring the Funk to Funkotron. (Lamont is also referred to as the Funkapotamus.)

There are 10 Lamont Items. You will find one item per level on levels 6 through 15. If you have trouble finding an item, wander around until you find a Funkotronian to talk to. They are always the key to the location.

It is not necessary to get Lamont to come out to win the game, but if you do, you'll get a better ending. Also, don't sweat it too much if you miss an item or two. Lamont will still come out, but he won't love you as much.

CONVERSATIONS

ToeJam & Earl can have conversations with Funkotronians in houses, or with Funkotronians who stand around.

To talk with the House Folk, stand in front of the red doorbell next to the door and push up on the D-PAD. Then just wait.

To talk to the Funkotronians who stand around, stop near them and wait. Sometimes a conversation will not start if the Funkotronian is too close to the edge of the screen.

Once a conversation has been started, after the hellos have been said, ToeJam or Earl (whoever started the conversation) can speed things up by pressing any controller button.

If the phrases are going away before you can finish reading them, you can adjust the text speed to a slower rate. You do this from the Options screen at the start of the game with the "Controls/Help" option.

HYPERFUNK ZONE

The HyperFunk Zone is a bonus zone. Only one player can enter the HyperFunk Zone at a time.

The idea is to stay in the HyperFunk Zone as long as possible, and get as many presents as possible. There are two ways to leave the HyperFunk Zone: either by running out of time (there's a clock in the upper right of the screen), or by hitting a Vortex (a hole back into the "real" world).

When you hit a present, you get the present. If you hit a clock, you get more time. These are both good, and you want to get as many of these as you can.

When you hit a lightning bolt, you speed up. This can be good or bad, since you want to get farther, but going very fast can be more difficult.

When you hit a wall, you slow down.

Hitting a Vortex takes you out of the zone.

ToeJam or Earl will pick up speed slowly as they run. If you press any controller button, ToeJam or Earl will turn into a little scribble. When they are like this, they pass through things, being unaffected by anything, and they maintain whatever speed they are at.

The HyperFunk Zone is always the same, so each time you go into it you can learn where things are. Once you pick up a present, from then on that present will contain only 100 points. This means you want to try to get further each time you go through the zone.

The HyperFunk Zone on level 1 is just for practice, so you will only find points there.

After you get all the way through the HyperFunk Zone twice, it will change to a new zone. Get through this one twice and you will enter a third zone. Get through this one twice and you'll get a special surprise.

SECRET TIPS

Just for reading this, here's a reward of a few secrets:

1. Look just left of the first Fungus in Funky Forest.
2. Look just left of the water in Funky Forest.
3. Check out the middle platform on Homey Street.

There are about a million more secret places in the game, so keep looking . . .

THE FUNKOTRONIAN GANG

PEABO

Peabo is probably ToeJam & Earl's best friend. He giggles a lot, which usually gets TJ & Earl laughing, and he always gets the hiccups whenever he gets nervous. Peabo can most often be found hiding from Bloona, who has a crush on him, and is always trying to give him a hug. Unfortunately, his hiccups generally give him away pretty quickly.

SHARLA

Sharla is a manic-depressive. She seems to always be having mood swings where one moment she's crying, and the next she's grinning and laughing. In spite of the fact that she is very insecure, Sharla has a great singing voice and can really belt 'em out when she lets loose. Sharla is good friends with Lewanda, but is jealous of her because she thinks that Smoot, whom she likes, has the hots for Lewanda and not her.

SMOOT

Despite what Sharla thinks, Smoot doesn't have the hots for Lewanda. Smoot, in fact, has only ever been in love with one Funkotronian, and that's himself. Smoot just adores himself. His favorite activities include looking in the mirror, combing his hair, and talking about himself. Smoot knows that it's his destiny to be a great movie star.

LEWANDA

Lewanda is sexy and flirtatious. She makes both ToeJam & Earl get all tongue-tied. She's good friends with Sharla and is completely uninterested in Smoot. Lewanda is quite smart and tends to be the leader whenever there's a crisis. She loves to dance more than anything in the world, but often finds herself having to babysit her younger twin brothers Chester and Lester.

BLOONA

Bloona is overweight, and extremely unselfconscious about it. She absolutely loves food, and because of this, she and Earl have a special friendship. Bloona tends to be very philosophical about food, and Earl thinks she is very wise. Bloona has the hots for Peabo, and is always trying to feed him candy bars. Like Peabo, she laughs and giggles a lot.

FLARNEY

Flarney has two heads and is always extremely confused. He is very jumpy, and is constantly screaming and jumping in surprise at some sound he thought he heard, and shouting things like, "Who! What! Where!" Often, Flarney will try to walk in two directions at once, or he'll say to himself, "Was that you? Wasn't me. I thought it was you. Who said that?" Getting directions from Flarney is generally not a good idea.

OLD OTIS

Old Otis likes to do two things. He likes to garden, and he likes to tell long stories. Unfortunately, TJ & Earl and their other friends usually don't have the patience to get all the way through one of Otis's stories, so he is forever getting interrupted by them. Otis is a great source of Funkotronian tall tales and legends.

CHESTER AND LESTER

These are the Pubbly twins, the younger brothers of Lewanda Pubbly. The strange thing about Chester and Lester is that they are never seen together, and no one is sure whether there are really two of them, or whether it's just one kid pretending to be twins. It's impossible to get their names right; no matter who you guess, it's always the other one.

TRIXIE

The players who made it to the end of *ToeJam & Earl 1* may remember Trixie. No one really knows who Trixie is, although she is occasionally referred to by some Funkotronians as the "Mysterious and Beautiful Spirit Goddess of Joyous Funk." More often than not, though, they just call her "Trix." Needless to say, TJ & Earl are both quite taken with her.

Sometimes, you may be clever or lucky enough to find one of Trixie's hidden spots, like the one, for example, on the platform in Danger Alley. (Oops! I hope I didn't give anything away.) When you find one of these spots, Trixie will bestow upon ToeJam & Earl a special power that will last for the rest of the level.

THE EARTHLINGS

What follows is some free advice on how to deal with the various Earthlings TJ & Earl will encounter.

THE LITTLE GIRL

She's easy to jar; you just need to find her. (2 jars)

THE BASEBALL KID

Careful with your Super Jars. This guy can duck! (3 jars)

THE COW GHOST

Use your Funk Scan to see where it is when it's invisible. Don't let it get too close. Use your Funk Move to get away quickly. (2 jars)

THE CONSTRUCTION WORKER

Don't stay on the ground near him. Use the Ultra-Cool Technique to jar him. (5 jars)

NASTY WILLIAM

He's usually no problem. (5 jars)

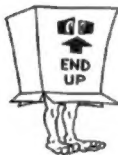
POODLES AND THE RICH LADY

These two types are usually found together. Notice that when you jar the Lady, the Poodles go crazy and are much more dangerous. This means you want to always try to get the Poodles first. (Poodles, 2 jars; Lady, 5 jars)

WOMAN TOURIST AND MAN TOURIST

Push down on the D-PAD to cover your eyes when they are about to flash. Don't jump in the air when Tourists are around, because you won't be able to cover your eyes. The Woman gets jarred in fewer jars, but she flashes more often. (Woman, 4 jars; Man, 6 jars)

NAKED MAN IN BOX

When the box is covering him, it protects him from getting hit with jars. You can put jars on the ground near his feet, or you can wait until he stands up out of the box. Try dropping jars on his head. (7 jars)

THE INSANE FAIRY

Her laughing powder doesn't hurt you. She can dodge by doing a loop-de-loop, but she doesn't dodge jars that are lobbed straight up. (4 jars)

THE DUCK

The best way to fight the Duck is to continually throw jars up in the air, and then duck whenever he dives at you. Super Jars are a big help with him. (8 jars)

BOOGIE MEN

If you think a Boogie Man is around, just keep throwing. Use your Funk Scan to find them. (4 jars)

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